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CONTROLS

Below is the default keyboard layout. Navigate to the Options menu to adjust keyboard control configurations.

Action	PC Key
Accelerate	Q
Brake/Reverse	A
Fire Power-up	Right CTRL
Force Fire Forward	Left Shift
Force Fire Back	Right Shift
Handbrake	Down Arrow
Left Steer/Right Steer	Left Arrow/Right Arrow
Toggle Power-up	Up Arrow
Drop Power-up	Left CTRL
Pause Menu	P
Toggle Camera View	V
Mini-Map Zoom	Delete
Look Back	Tab

Menu Navigation

Action	PC Key
Navigate	Arrow Keys
Confirm/Next/Select/Accept	Space Bar
Share	Insert
Option 1	Right Shift
Option 2	Right CTRL
Back/Exit/Decline	Escape

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INSTALLATION

Insert the installation disc of *Blur*™ into your DVD drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the DVD-ROM drive where *Blur* is located. Double-click on **Setup.exe** to launch the Installer.

HEADS-UP DISPLAY (HUD)

Position Indicator: Displays your position in the current race.

Vehicle Health: Indicates the remaining blocks of health for your vehicle.

Mini-Map: Shows the layout of the track and your position in relation to opponents. Cars in the top three are coloured to reflect their position.

Lap Indicator: Shows current lap and the total laps in the race.

Fan Counter/Combo: Displays the number of Fans earned in the current race (see **Fans**, pg. 5). Your current combo is displayed as the number to the right of the Fan icon. Combos are awarded if you perform two scoring moves or more in quick succession. Gain extra Fans for higher combos and gain the ultimate combo bonus for chaining 10 moves together.

Scoring: You get scores in *Blur* by racing and using Power-ups. Combine racing and Power-ups to score big. The bigger the score, the more Fans you earn. There are limited or unique scoring moves for each game mode. Major scoring moves will appear below the rear-view mirror, and basic scoring moves will be displayed below the Fan Counter.

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Warning Indicator: A temporary flashing indicator will appear here when you're being targeted by an enemy's shunt.

Power-up Slot: Shows Power-ups you've collected. The active Power-up is displayed as the larger, brighter icon.

Sticker Tracker: Shows your progress toward earning a Sticker. View awarded Stickers from the Single Player menu.

Next Target: Displays what is required of you to earn the next Light.

Lights: Displays the number of Lights earned in the current event (see **Lights**, pg. 5).

POWER-UPS

Every track includes multiple Power-ups that you can pick up by driving through them. Each Power-up has unique functionality to assist you when racing.

Shock – Fires three lightning domes to the front of the pack that will slow cars that drive through them.

Shunt – A powerful homing missile that flips cars into the air.
Alternate Fire (Right Shift) – Shoots a Shunt straight back at opponents behind you.

Barge – A close-range radial attack that blasts nearby vehicles away from you.

Mine – Drop a Mine behind you to cause pursuing enemies to spin out of control.
Alternate Fire (Left Shift) – Throw a Mine forward to create the same effect on opponents ahead of you.

Bolt – Shoot three energy rounds to nudge your opponents off course.
Alternate Fire (Right Shift) – Fire rounds behind you to slow pursuing enemies.

Nitro – An intense burst of speed.
Alternate Fire (Right Shift) – Fire backwards to use as an airbrake followed by a burst of speed for changing direction on tight turns.

Shield – Protects you from Power-up impacts and collision damage.

Repair – After all the punishment, a quick fix is always helpful.

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SINGLE PLAYER

Race and fight your way to the top of 9 groups in a variety of different events spread over 14 real-world locations. Fulfill Boss Demands in each group to challenge the boss to a One-on-One battle. Beating bosses will award you with cars featuring unique liveries and a Mod that can be applied to other unlocked cars.

Note: *You can change the difficulty setting in the Single Player Options menu.*

LIGHTS

Lights are awarded after each event based upon race performance/final position, Fan Target and Fan Run completion (see **Fans**). In a race event, you can only earn Lights by placing 1st, 2nd or 3rd (1st = 5 Lights, 2nd = 4 Lights, 3rd = 3 Lights). There are 7 possible Lights to be earned in each event, and 8 Lights to be earned in One-on-One Events. Earn Lights to progress and unlock more groups and events.

FANS

Fans are accumulated throughout each event and will contribute to your Fan Status, unlocking more cars. They are essential to meeting the Fan Target for different events in order to gain an extra Light. Gain Fans by successfully using Power-ups, evading Power-ups, stylish driving and much more. Try to keep a chain of Power-up hits and driving techniques alive by performing them in quick succession.

Fan Demands – Look for Fan Demands scattered throughout later races. Drive through them to initiate a Fan Demand. Fan Demands will provide you with a timed mini-challenge that, if successfully completed, will earn you the number of Fans remaining in the counter.

Fan Runs – Drive through a Fan Run icon to start a mini-challenge that requires you to drive between glowing gates. Successfully navigate each set of gates in the time allotted to earn more Fans and an extra Light.

SHARING THE *BLUR*™ EXPERIENCE

Blur has several social networking Share features that give you the ability to share your experience. Sharing in *Blur* allows you to challenge friends to beat your scores and share what you've been up to in *Blur*. Some advanced Sharing features require you to register your game. Visit www.blurthegame.com for more information.

Friend Challenges

Friend Challenges are a way to challenge your friends to perform better than you in any Single Player event. After finishing an event, select a friend to challenge. Choose **Set-up Challenge** to customise the Friend Challenge and add a personal message.

Sharing

When made available, press **Insert** to share your *Blur* experience across various social networks. Choose from a variety of information or stats to share, such as cars unlocked, Lights earned and more. Add a personal message to taunt your friend(s) to take on the challenge.

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MULTIPLAYER

Online

Take the battle online as you compete against other players from around the globe. Earn enough Fans and you'll rank up, unlocking more cars, Challenges, *Blur* Events and Mods.

Mods

Mods are powerful upgrades that boost your Power-ups or change your vehicle's attributes. Unlock the Mod Shop by earning Fans and ranking up—you can have three Mods equipped at once. Experiment with different combinations depending on the track, vehicle and *Blur* Event you're racing in.

Car Upgrades

Each car in multiplayer can be upgraded by completing races in that vehicle. Press **Right CTRL** when in the Multiplayer Showroom to show your progress toward these upgrades.

The available upgrades are:

Fan Boost – Earn extra Fans when racing in that car.

Health Boost – Gain an extra block of health for that car.

Performance – Unlocks a boost in speed for your vehicle.

Paint Jobs – Unlocks new paint types to make your rides even more unique.

Challenges

By ranking up you'll unlock packs of Challenges. Completing Challenges earns you bonus Fans to help you rank up faster.

Legend Mode

Once you reach rank 50, you have the option to enter Legend mode. Choosing this option resets your rank to 1, wiping away anything you've unlocked or Challenges you've completed, but unlocks a unique, fully upgraded Legend Car to play online. There are ten Legend levels and Legend cars to unlock.

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